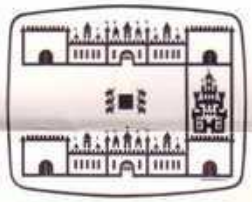
INVASION

TRY TO CAPTURE ALL OPPOSING ENEMY CASTLES. YOU LAUNCH YOUR ASSAULT BY LAND OR SEA, BUT MUST STRATEGICALLY PROTECT YOUR CASTLES DURING THE BATTLE.

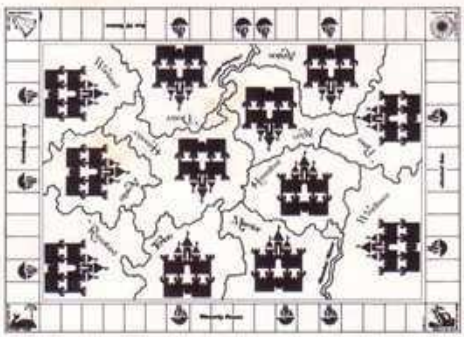
GAME AIDS:

GAME CARDS NO. 4, 5 and 6



GAME OVERLAY

40 TREASURE LOOT CARDS

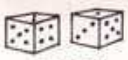


INVASION GAME BOARD

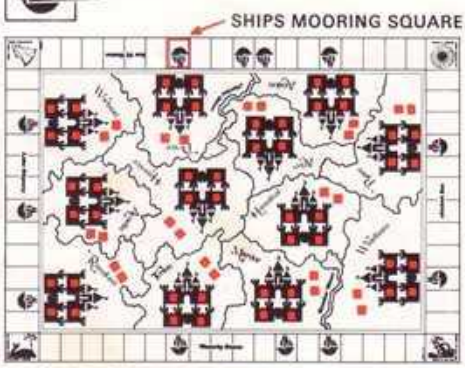
GREEN BLACK BLUE YELLOW

300 ARMY TOKENS

4 SHIP TOKENS



DICE



A

TWO ARMIES ARE PLACED OUTSIDE EACH CASTLE. ONE ARMY IS PLACED IN EACH OF THE CASTLE'S FOUR CORNERS.

PREPARATION FOR PLAY

THE INVASION GAME BOARD is placed between the players. The board is divided into 12 countries, with a castle situated in each country. Each country is initially defended by six Army Tokens.

The player selects one of the four colored Army Tokens either green, black, blue or yellow.

In a two player game, each player receives 36 of his Army Tokens and selects any 6 countries. If there are three players, each receives 24 of his Army Tokens and selects any 4 countries. Four players would receive 18 of their Army Tokens and select any 3 countries on the INVASION GAME BOARD. Players alternate selecting countries one at a time.

SET UP

1. Place the INVASION Overlay on the screen.
2. Shuffle the TREASURE LOOT Cards and place them face down beside the INVASION GAME BOARD.
3. On the INVASION GAME BOARD, each player places four of his Army Tokens in each of his castles (one in each of the four corners). Two more Army Tokens are placed outside the castles walls. **(Illust. A).**

REINFORCEMENT ARMIES

A player receives a minimum of 3 reinforcement Army Tokens at the beginning of each turn. The reinforcement Army Tokens may be placed in any of the countries the player owns. In addition to the 3 Army Tokens, a player may earn 5 Bonus Army Tokens per turn for every castle he holds beyond the number he held at the beginning of the game. To aid you in calculating the total number of reinforcement Army Tokens due each player at the beginning of his turn, a chart is provided. Read down the appropriate column based upon the number of players in the game until you reach the number of castles owned by that player.

(Land Attack, continued)

the invisible light positioned, the DEFENDER releases his RESET Button. The INVADER'S Light will move on to the screen from the right side. When it stops, both players must determine whether or not the light is lighting any part of the GUARD POST. **(Illust. G).** If any part of the INVADER'S Light is in the GUARD POST, that POST is considered to be captured and the DEFENDER must remove his Army Token on the GAME BOARD from the corresponding GUARD POST just captured. The INVADER returns the light to the red BATTLE SQUARE and the same procedure is repeated until all four GUARD POSTS are captured and the castle is his.

If the INVADER misses a GUARD POST, he loses one of his invading Army Tokens. He continues to attack as long as he has Army Tokens in the DEFENDER'S Country. Once the INVADER has either captured the castle (by defeating all of the DEFENDER'S Army Tokens) or lost all of his invading Army Tokens, the turn is complete and the next player starts his invasion.

As the DEFENDER'S Armies are defeated and removed from the GAME BOARD, he may replace the lost tokens with other armies from inside or outside the castle walls. But, the DEFENDER may not bring in Army Tokens from other countries.

SEA ATTACK

There are four Ship Tokens which may be purchased by any or all of the players to enable them to launch a SEA ATTACK. A player may buy one or all of the Ship Tokens but may buy only one per turn. To purchase a SHIP TOKEN, a player must discard a TREASURE LOOT Card(s) worth 10 CHESTS OF GOLD. The Ship Tokens may be sold by a player to an opponent for whatever price he can bargain. The opponent must pay for them with his TREASURE LOOT Cards.

Players owning a Ship Token may attack their opponents by sea when they desire. The Ship Token begins its travels from the INVADER'S Country's MOORING SQUARE, which is indicated by a ship adjacent to each country bordering on the sea. **(Illust. A).** Countries that are not touching the sea waters, have a river access to their MOORING SQUARE.

When a player has decided to launch a SEA ATTACK he places his Ship Token on his MOORING SQUARE and declares the number of armies he will transport to an opponent's country. The armies must be placed on the ship token for the voyage. At the beginning of each turn, the player must roll the dice to determine the number of spaces he may advance his Ship Token. Only one roll of the dice is permitted per turn.

On the GAME BOARD at each corner there are SAILING SIGNS that will affect the ships voyage. One sign is fair weather and the other three are hazards that should be avoided. If a ship stops on one of the SAILING SIGNS, the player must follow the directions. The SAILING SIGN that states "STORM AT SEA, SHIP SUNK WITH ALL HANDS!" should be interpreted to mean all Army Tokens carried by the ship are lost and the ship must be turned in and will be available for sale during the next player's turn.

A player is permitted to start his Ship Token in either direction he desires and may change directions at the start of each turn. The object is to maneuver the ship to an opponent's MOORING SQUARE. For the SEA ATTACK to take place, the Ship Token must land on the opponent's MOORING SQUARE at which time the DEFENDER loses half of the Army Tokens outside of his castle's wall. The defeated Army Tokens are removed from the GAME BOARD, and the INVADER is now ready to start the INTERNAL BATTLE. Countries that do not border on the water around the perimeter of the GAME BOARD, can never be attacked by sea even though they have a MOORING SQUARE.

When a Ship Token that is under sail does not land on an opponent's MOORING SQUARE but is on a square adjacent to the opponent's country, the INVADER *may* still launch an attack. However, the DEFENDER *does not* lose his Army Tokens as he would if the Ship Tokens were on his MOORING SQUARE.

THE INVADER WHO SUCCESSFULLY CAPTURES ALL 12 CASTLES ON THE GAME BOARD, WINS THE GAME.

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CASTLES OWNED BY PLAYER	PLAYERS IN GAME 2	3	4
1	2 armies	3 armies	3 armies
2	3 armies	3 armies	3 armies
3	3 armies	3 armies	3 armies
4	3 armies	3 armies	8 armies
5	3 armies	8 armies	13 armies
6	3 armies	13 armies	18 armies
7	8 armies	18 armies	23 armies
8	13 armies	23 armies	28 armies
9	18 armies	28 armies	33 armies
10	23 armies	33 armies	38 armies
11	28 armies	38 armies	43 armies

ARMY REINFORCEMENT ALLOTMENT CHART

When a player conquers a castle he immediately receives 3 Army Tokens.

TREASURE LOOT CARDS

The TREASURE LOOT Cards will give a player from 1 to 10 chests filled with gold. A player receives a TREASURE LOOT Card when he captures at least one of his opponent's armies during a battle. For each additional army captured, the INVADER draws an equal number of TREASURE LOOT Cards.

The TREASURE LOOT Cards can be used to pay tribute to another player so he won't attack you or they may be used to bribe another player to attack a common enemy.

Four CHESTS OF GOLD allow a player to buy one Army Token at the beginning of his turn. If a TREASURE LOOT Card is for more chests of gold than 4, but not enough to buy two Army Tokens, only one Army Token can be purchased.

Ten CHESTS OF GOLD allow a player to buy a Ship Token.

Once TREASURE LOOT Cards are used to buy Army Tokens or Ship Tokens, the cards are discarded to the right of the TREASURE LOOT DECK.

A player may hold his TREASURE LOOT Cards as long as he wishes, but he may not hold more than 10 cards at any one time.

PLAY

To begin play, the dice are rolled by each player. The player with the highest total is the first INVADER, and will start the game.

The INVADER may launch his attack on an enemy's castle by LAND or SEA.

To attack by LAND, the INVADER'S Country must be adjacent to the DEFENDER'S Country. The INVADER may attack a DEFENDER'S Country from several of his countries in the same turn, as long as all countries are adjacent to the country under attack.

To attack by SEA, the INVADER must own a Ship Token. The SEA ATTACK is made by the INVADER against a DEFENDER'S Countries that are not adjacent to his.

A country cannot defend itself with less than two Army Tokens outside the castle walls in the countryside. Once a country has less than two armies in its countryside it is helpless.

When a player has completed his turn, he may then move as many Army Tokens as he desires from the inside of one of his castles to its countryside. Conversely, he may move as many of his Army Tokens from the Countryside to the inside of its castle. OR, he may move his Army Tokens from one of his countries to another as long as they share a common border.

THE INVADER WHO SUCCESSFULLY CAPTURES ALL 12 CASTLES ON THE GAME BOARD, WINS THE GAME.

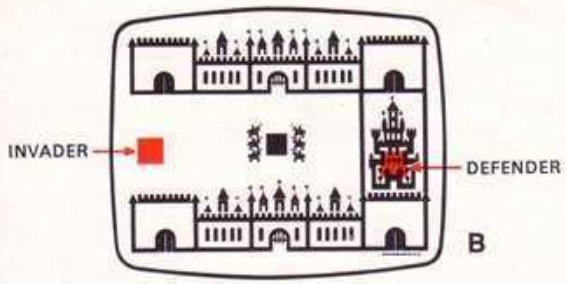
LAND ATTACK

The INVADER may use either a DIRECT ASSAULT or a SNEAK ATTACK, and must announce his intention before proceeding.

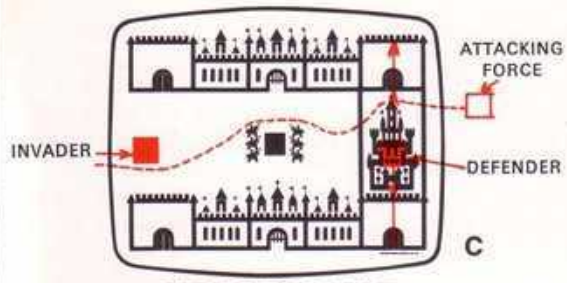
DIRECT ASSAULT: Insert GAME CARDS #5 into the Master Control Unit. Turn the SPEED Control on the Master Control Unit to the right for the fastest setting. On the INVASION GAME BOARD, the INVADER places one of his Army Tokens into the country he plans to invade. Should the INVADER desire to make more than one assault, he must move enough of his Army Tokens to equal the number of desired assaults.

The DEFENDER must use the right hand Player Control Unit #2 and place his light in the castle located on the right side of the game overlay. **(Illust. B).**

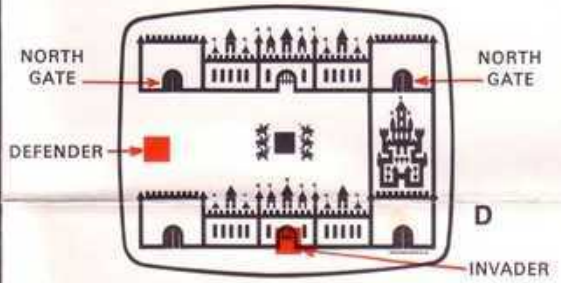
The INVADER must use the left hand Player Control Unit #1 and place his light on the LEFT side of the game overlay. **(Illust. B).** Both players must set



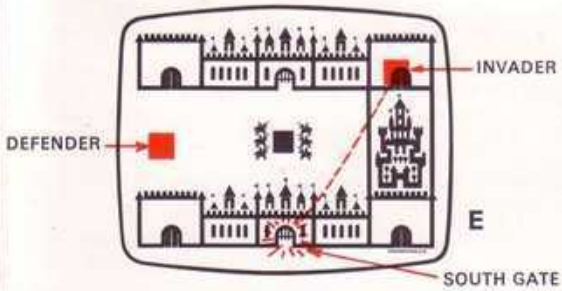
DIRECT ASSAULT SET UP



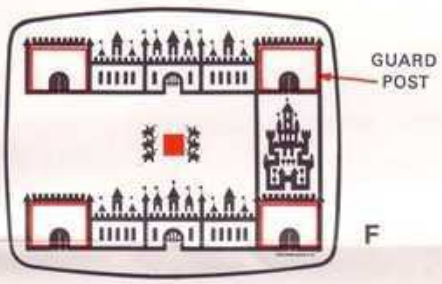
DIRECT ASSAULT



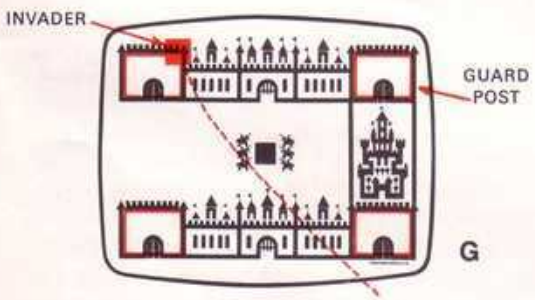
SNEAK ATTACK SET UP



SNEAK ATTACK IS SUCCESSFUL!



INVADER IN POSITION FOR INTERNAL BATTLE.



GUARD POST IS SUCCESSFULLY CAPTURED

(Land Attack, continued)

their ENGLISH Control to the upright center position. The ball must be moved to the left side off the screen (use RESET).

The INVADER presses his RESET Button to launch his attacking forces. His light charges out from the left side of the screen. He uses his ENGLISH Control in an attempt to maneuver his light past the DEFENDER'S Light. **(Illust. C).**

The DEFENDER may only use his VERTICAL Control to defend his castle. **(Illust. C).**

If the DEFENDER extinguishes the INVADER'S Light, one invading army is defeated and removed from the GAME BOARD. If the DEFENDER is able to eventually defeat all of the INVADER'S assaulting forces, the INVADER'S turn is complete and the next player starts his invasion. For each assault the INVADER drives past the DEFENDER, two defending armies are defeated and removed from the GAME BOARD.

A country cannot defend itself with less than two armies outside the castle walls. Once a country has less than two armies, it is considered helpless and the INVADER may bring in as many armies from his adjacent countries as he thinks necessary to fight the forthcoming INTERNAL BATTLE to capture the castle itself. (See INTERNAL BATTLE.)

SNEAK ATTACK: After the INVADER announces his intention to try a SNEAK ATTACK, he inserts GAME CARD #4 into the Master Control Unit. On the INVASION GAME BOARD, the INVADER moves to the enemy's country, the total number of Army Tokens he wishes to use in making his attack.

The INVADER must use the right hand Player Control Unit #2. Should the player's light not be visible, press the RESET Button. The INVADER should then position his light, using the HORIZONTAL and VERTICAL Control, at the south gate of the castle on the lower part of the game overlay **(Illust. D).**

The DEFENDER, using Player Control Unit #1, moves his light to the left center edge of the screen. **(Illust. D).**

The INVADER must declare which of the two north gates, located at the top of the game overlay, he wishes to storm. **(Illust. D).** The DEFENDER now moves his light over to touch and extinguish the INVADER'S Light. The DEFENDER moves back to the left center edge of the screen. The INVADER using both his HORIZONTAL and VERTICAL Controls, attempts to move his invisible player to the north gate he declared.

When the INVADER believes his light is positioned behind the gate, the DEFENDER presses his RESET Button. The INVADER'S Light should now be visible. A determination is made by both players as to whether or not the INVADER is indeed lighting the gate. **(Illust. E).**

If any part of the INVADER'S Light is in the gate, the SNEAK ATTACK is successful and *all* of his armies used in the attack gain entrance to the castle for an INTERNAL BATTLE, which will be explained later. If the SNEAK ATTACK is successful, the DEFENDER immediately must remove 2 of his Army Tokens inside the castle walls. If, however, no part of his light is in the gate, his troops have been detected and defeated. The defeated armies are removed from the GAME BOARD. Play resumes with a new player starting his Invasion.

INTERNAL BATTLE: Once the INVADER has penetrated the DEFENDER'S Castle by either the DIRECT ASSAULT or SNEAK ATTACK, the INTERNAL BATTLE commences.

The INVADER must insert GAME CARD #6 into the Master Control Unit. He then takes possession of the right hand Player Control Unit #2. The INVADER should maneuver the light, using his HORIZONTAL and VERTICAL Controls, to position it behind the red BATTLE SQUARE located in the center of the game overlay. **(Illust. F).** Once the INVADER'S Light is in position, he announces he is ready to attack. The DEFENDER presses and holds down the RESET Button on the left hand Player Control Unit #1 which will extinguish the INVADER'S Light. The INVADER now must attempt to set his HORIZONTAL and VERTICAL Controls so that the invisible light will be positioned behind one of the four GUARD POSTS **(Illust. F).** When the INVADER has